AMENDMENT TO THE SPECIFICATION

Please amend the paragraph starting on page 28, line 18 and continuing on page 29 with the following markup version.

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B. Programming Language and Data Structure

In an embodiment, the programming for the synchronized replay of the RECALL™ session is done in Java 1.3. Important Java classes and data structures are listed below.

1. *Replay Applet*: The main program controlling the replay session through a hypertext

10   markup language (HTML) file. ~~[Will other markup language, e.g., XML, be possible?]~~

2. *Storage Table*: The table storing all the sketch objects for a single RECALL™ page.

3. *TextIndex*: The array storing all the recognized phrases in the session.

4. *ReplayFrame*: The frame on which sketches are displayed.

5. *TextReplayFrame* : The frame on which recognized phrases are displayed.

15   6. *ReplayControl*: The thread coordinating audio and sketch.

7. *TextReplayControl*: The thread coordinating text display with audio and sketch.

8. *RecallObject*: The data structure incorporating information about a single sketch object.

9. *Phrase*: The data structure incorporating information about a single recognized phrase.

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